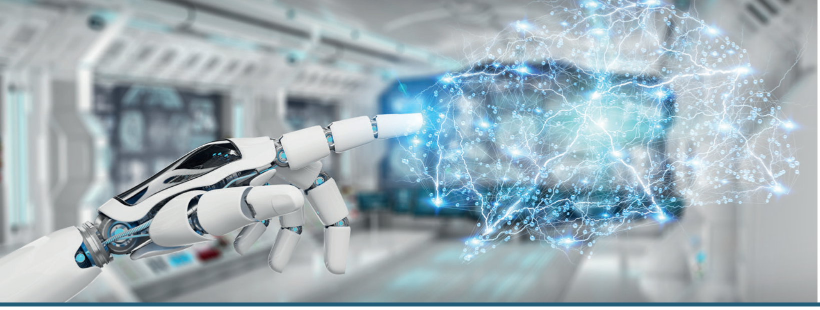

34.
BÖLÜM

SANAL GERÇEKLİĞİN REHABİLİTASYONDA KULLANIMI

Ahmet Kıvanç MENEKŞEOĞLU [1]

GİRİŞ

Sanal gerçeklik (SG); donanımsal ürünler ve yazılım içeren, gerçek dünyadaki olay ve nesnelere benzer ortamları sunmak için kullanıcıların eş zamanlı etkileşim içinde bulunabileceği simülasyonların kullanımı şeklinde tanımlanmaktadır. Video, televizyon gibi ürünlerden ortamla gerçek zamanlı etkileşime girebilme ve ortamda bulunma hissi ile ayrılmaktadır (1).

SG uygulamaları ana olarak iki farklı kategoride ele alınabilir. SG sistemlerinin kullanıcıyı kapsamasına göre 'immersive' (kapsayıcı) ve 'non-immersive' (kapsayıcı olmayan) olarak sınıflandırmak mümkündür. SG sisteminin kapsayıcılık derecesi etkileşimin düzeyine ve sistemin sanal ortam dışındaki uyaranlardan kullanıcıyı izole edebilme derecesine bağlıdır (2). Kapsayıcı SG sistemlerinde, kullanıcının etrafını görmesine müsaade etmeyen başa takılan ekranlar kullanılırken, kapsayıcı olmayan sanal gerçeklik sistemlerinde kullanıcının etrafını görmesi mümkündür ve bu sistemlerde bilgisayar ekranı veya televizyon ekranı gibi sistemler kullanılır (Resim-1).

Resim-1: Kapsayıcı ve kapsayıcı olmayan sistemlere örnekler

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SONUÇ

Yukarıda da özetlendiği üzere SG aracılı rehabilitasyon uygulamalarının SP tanılı hastaların rehabilitasyonunda etkin olduğunu belirten birçok kanıt bulunmaktadır. SG temelli uygulamaların yaygınlaşması ve uygun hasta grubunda kullanılması rehabilitasyon başarısını artıracaktır. Bu alanda yapılacak yeni çalışmalarla hastalığa özgü oluşturulacak yazılım sistemlerinin artırılması ve tedavi başarısının hasta istekleri de gözetilerek en yüksek düzeye çıkarılması hedeflenmelidir.

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